

OKAGE: Shadow King
Manual



WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

OKAGE: Shadow King Tips and Hints

PlayStation 2 Hint Line

Hints for all games produced by SCEA are available:

Within the US:

1-900-933-SONY (1-900-933-7669)

\$0.95/min. auto hints, \$6.95-\$16.95 for tips by mail
(subject to availability), \$5.00-\$20.00 for card recharge

Within Canada:

1-900-451-5757

\$1.50/min. auto hints

Automated service is available 24 hours a day, 7 days a week.

This hint line supports games produced by Sony Computer Entertainment America. No hints will be given on our Consumer Service Line. Callers under 18 years of age, please obtain permission from a parent or guardian before calling. This service requires a touch-tone phone.

Consumer Service/Technical Support

1-800-345-SONY (1-800-345-7669)

Call this number for help with technical support, installation or general questions regarding the PlayStation 2 console and its peripherals. Representatives are available Monday–Saturday, 6AM–8PM PST, Sunday, 7AM–6:30PM PST.

PlayStation 2 Online

www.scea.com

Our news is always hot! Visit our website and find out what's happening—new titles, new products and the latest information about the PlayStation 2 computer entertainment system.

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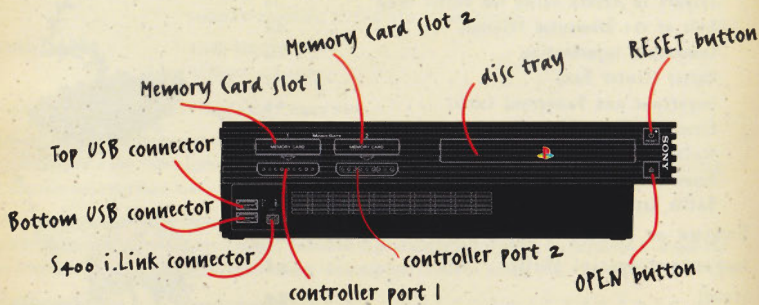
Setup

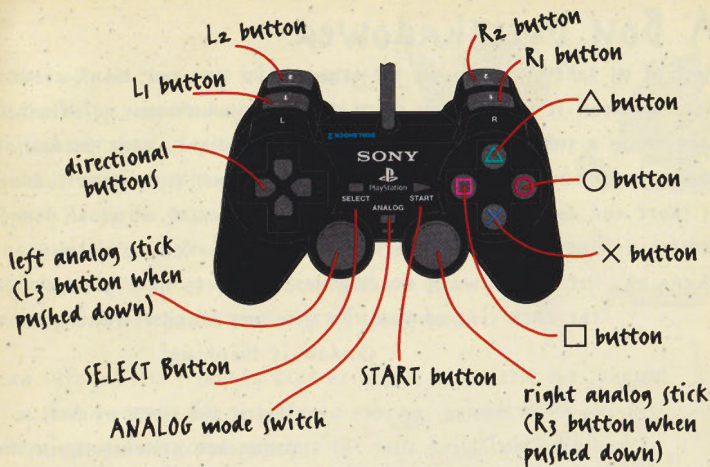
Setup your PlayStation®2 computer entertainment system according to the instructions in the manual. Make sure the MAIN POWER switch (located in the back of the console) is turned ON. Press the STANDBY/RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the OKAGE, Shadow King disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to the manual for game information.

Memory Cards

To save game settings and progress, insert a Memory Card (8MB) (for PlayStation®2) into memory card slot 1 or slot 2 of your PlayStation 2 game console. You can load saved game data from the same card, or any memory card (8MB) (for PlayStation 2) containing previously saved OKAGE, Shadow King games.

For information, see "Saving and Loading Game Data" on page 30.





Controls

MENUS

Start/Pause game	START button
Select menu item	Directional button or Left analog stick + X button
Previous screen	⊙ button
Advance dialogue screens	X button
Select Statement/Make Decision	Directional button or Left analog stick UP/DOWN + X button
Open Info/Item screen	△ button

GAME SCREENS

Move character	Directional button or Left analog stick
Talk	X button
Respond to "!"	X button
Select Battle Option	X button
Enter new area/Open Doors/Get Item	X button
Make Stan appear	□ button
Rotate camera	L1/R1 buttons or Right analog stick LEFT/RIGHT

A Boy Overshadowed

Most of us take our shadows for granted. Do you ever think about your shadow? It is with you every day, everywhere you go. Whether outside on a sunny day, or at night by candlelight, your shadow is there, imitating your every move. In the summer sun, your shadow is short and dark. In the slanting light of a sunset, it grows long, stretching out, following your stride. Your shadow is always changing, yet it is always exactly you. In fact, your shadow is the dark side of you. Do you ever wonder what your shadow is thinking?

What if your shadow had a mind of its own? What if... it suddenly began making demands? What if it started ordering you around? What if it expected YOU to follow it?

This is the story of Ari, a young boy growing up in the village of Tenel. His destiny is to be swept away by an adventure that few could envision, and even fewer survive. The force that will drive Ari down this perilous road is now his shadow.

Around Tenel and neighboring villages, ghosts sometimes creep out of the dark forests to terrorize villagers. Some materialize into dangerous beasts that ambush unwary wayfarers. The truly unlucky are left stricken by ghostly curses that leave them in misery.

One night, Ari's sister Annie is found lying on the path to her house, cursed. In a desperate bid to save her, Annie's family holds a séance with a mystical bottle that Ari's father had mysteriously acquired. The ceremony resurrects a spirit from the bottle named Master Stanley Hílat Trinidad XIV. Stan, as he likes to be called, is the spirit of an Evil King. And he is Annie's only hope.



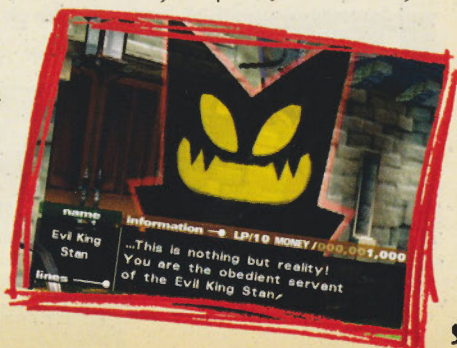
Centuries ago Stan was locked away in the bottle, where he languished while other free spirits fed on his power. Stan had prided himself on his ability to strike pure terror in all who fell under his gaze. But after so many lifetimes locked away, he has grown too weak to even travel on his own, let alone terrify anyone.



Stan informs Ari's family that he wishes to inhabit the shadow of a living person. By enslaving a human, he can carry out his campaign of destruction against the false Evil Kings who have stolen his power and hopes to then regain his original form.

The situation is desperate... and the decision harsh. But to save his sister, Ari makes a pact with the demon. In exchange for lifting the curse, Ari will allow the Evil King, Stan, to become his shadow and his master. In the candlelight, Stan comes to life and Ari becomes enslaved in his terrible gaze.

Ari is transformed into a warrior on a strange quest to destroy evil on behalf of evil. Throughout the land, spirits swarm like locusts, ghosts drift through fields in broad daylight and Evil Kings are rumored to inhabit nearly every village. Ari will do as he is commanded, and draw his sword against all enemies of his shadow master. Along the way, Ari will gather a party of eccentric but powerful warriors who will stand by him in combat. His abilities will grow powerful, matching every enemy spell with a deadlier magic. He must become the strongest force in the land — or forever live under the shadow of evil. Ari must escape his shadow by stepping out of the light and into darkness.



Starting the Game



NEW GAME

1. Press **START** at the Title Screen.
2. Press the Directional button or Left analog stick to select **NEW GAME** and press the **X** button.
3. Name your main character. The default name of the main character is Ari. Press the Directional button or Left analog stick to select a letter or number and press the **X** button to enter it. When finished, select **OK** and press the **X** button. Confirm your name and press the **X** button to begin.

RESTORE GAME (LOAD SAVED GAME DATA)

Reload a saved game.

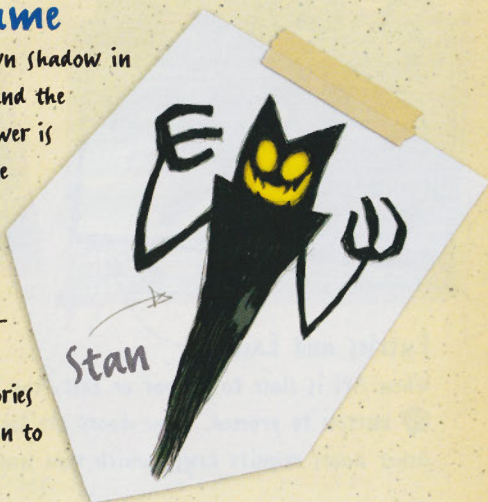
1. Select **RESTORE GAME** and press the **X** button.



2. Press the Directional button or Left analog stick **UP/DOWN** to select the saved game and press the **X** button.

Playing the Game

Ari is now a slave to his own shadow in the form of Evil King Stan and the quest to regain Stan's full power is at hand. Ari must destroy the ghosts and all pretenders to the title of Evil King. Evil King Stan is in a weakened state, which makes him short-tempered and difficult to get along with. As you gain victories over Evil Kings, Stan will begin to regain his lost powers.



Talk to People

Villages are filled with quirky and interesting people who may reveal valuable information.

Press the **X** button to find out what people know.

Press the Directional button or Left analog stick UP/DOWN to select a response and press the **X** button.



Perform Tasks

When someone is in need, help them and you may be rewarded.

A person may provide hints or give you items to deliver to someone else.

In these situations, press the Directional

button or Left analog stick UP/DOWN to select an action and press the **X** button.





Entries and Exits

When Ari is close to a door or exit, the “!” will appear. Press the button to proceed. Some doors are locked and cannot be opened. Other doors require keys, which you must find.

Find Items

Ari's world is full of strange and useful items. They may be hidden, found, or given to you. After you acquire an item, press the button to open the Character Information Screen, select ITEM and press the button to view the new item.

Items

Make sure to travel everywhere, you never know what you may find. When an item is discovered, the “Found Something” prompt will appear. Press the button to find out what it is. There are special items hidden throughout. These special items have a specific purpose and cannot be used until the time is right.

Chests

Chests will always contain something interesting. You might win a chest from an enemy, or just stumble upon it. Press the button to open it up.




Battle

Ari and his party each fight with different weapons, and magical skills. Battle experience increases your chances of victory. Look for more powerful weapons as you travel and learn Special techniques by increasing your battle experience.

See "Battling the Ghosts and Evil Kings" on page 18.



Stone Circles

These mysterious stone circles are transporters. Once the user advances to certain areas or completes certain tasks, the Stone Circle in that area becomes magically charged. Walk into one to transport your party to an island which exists as a hub between all other areas. From there, jump into a connecting energized stone circle and press the  button to transport to another area.



Resting

When you find a resting place, you can rest, change party members or Save a game. Places to rest are: Ari's Room, Inns and Diaries (which only rejuvenate and save).



To rest:

Walk up to an innkeeper, select TAKE A BREAK and press the \otimes button.

Change Party

Ari and up to two others can explore the world at any given time. If you want to change the two party members:

Enter an inn and talk to the innkeeper. Select CHANGE PARTY, highlight up to two characters and press the \otimes button to add them. At the bottom of the screen, the Future Party box will appear. Select YES to confirm the new party and press the \otimes button.

Save

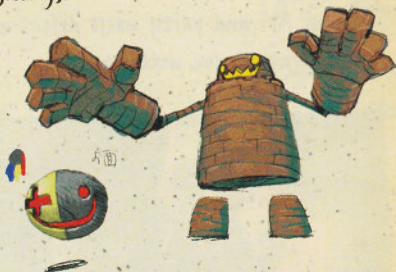
See "Saving Game Data" on page 30.



Towns

Enter Towns and Villages to talk to people and gather information on the location of Evil Kings. It is in these places that you can buy supplies and rest. The Ghost and Evil King crisis is spreading so it will be the

talk of the town amongst many villagers. Listen to what everyone has to say. You will be rewarded by helping them. Be sure to search every corner for important items and hidden passageways.



Fields

Fields include the lands between Towns, Villages or Dungeons. Ghosts patrol the fields. If you want to avoid a fight, try to evade the ghosts. When a ghost touches Ari, a battle begins. The more battles you win, the more experience you gain resulting in raised LV (Level). The higher the Level, the stronger you are in battle.



FIELD MAP

The map displays your immediate area including paths and points of interest when you are traveling in fields.

RED DIAMONDS: TOWNS
BLUE DOTS: DIARIES
RED DOTS: STONE CIRCLES

Dungeons

Dungeons are where you will battle the Evil King in each region. In these places, like the fields, adversaries must be defeated, obstacles overcome and puzzles solved, before you ever reach an Evil King.



DUNGEON LEVELS

Each dungeon contains multiple floors. Clear each floor to reach the next. Ari and party must defeat all the Urns on each floor to open the grate to the next floor.



DUNGEON DIARIES

Dungeon Diaries stand on altars throughout the dungeons. Discover these and replenish the health of your entire party to the maximum. Walk up to the dungeon diaries and when the "!" appears, press the \otimes button. You can also save game data here. See "Saving and Loading Game Data" on page 30.



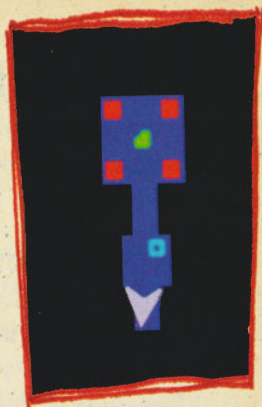
Dungeon Maps

Dungeon maps help you navigate through the tricky floors of each dungeon.

Red Squares: Urns

Blue Squares: Diaries



Green Triangles: Stairs



Dungeon Urns
Urns appear in all dungeons,
defeating them opens doors, turns
on the green Magic Circles, and
brings up portions of the floor.



Character Information Screens

View the powers, capabilities and items of your team. Press the  button to open the Character Information Screens. Select an option and press the  button.

On the Character Information Screens you can:

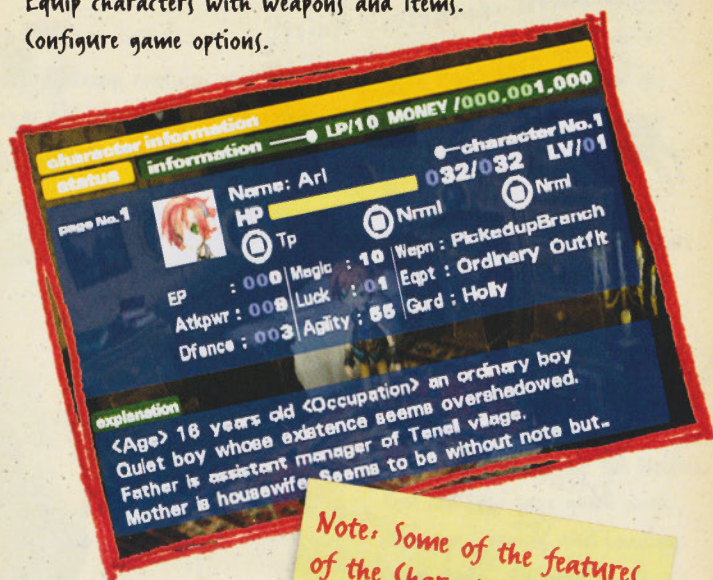
- Check the Status of each member of your party.

- Use and inspect Items.

- Rejuvenate each party member.

- Equip characters with weapons and Items.

- Configure game options.



STATUS

View the status of each character.

CHARACTER NAME AND NUMBER – Name of the selected character and their order in the party.

HP (HEALTH POINTS) – The number on the left is current HP. The number on the right is the maximum HP which increases as the character's level increases. Battle injury lowers HP.

LV (LEVEL) – This is the combat level of a character. After a certain number of battle victories and resulting increases in Experience Points, the LV of a character rises. The higher the characters LV, the stronger they are in combat and due to increased HP they can take more damage.

LP (LAOOR POINTS) – This represents the overall status or strength of the whole team. Many Specials require LP to be used. See "Important Special Skills" on page 28.

CHARACTER ELEMENT – Indicates character's element. This can be **Red (Fire)**, **Blue (Ice)**, **Yellow (Thunder)** or **White (Neutral)**. See "Battling the Ghosts and Evil Kings" on page 18.

STATE – Shows the status of the character. "Normal" appears if the character is in normal status. If the character state is other than normal, the specific condition is displayed.

CURSE – If the character is not cursed "Normal" appears. If cursed, the specific curse is displayed.





EP (EXPERIENCE POINTS) – Gain EP by defeating enemies in combat. When experience points reach a certain value, the LV of the character is increased. The EP needed to increase a character's LV increases as their LV increases.

ATTACK – The attack power of the character. This increases as the character gains battle experience or equips weapons that add power to your attack.

DEFENSE – The higher this is, the less damage a character will receive from enemy attacks.

MAGIC – The higher this is, the more powerful a character's special attacks will be.

LUCK – The toughest fighter in the world always needs some luck. The higher this rating, the luckier the fighter. He or she will triumph in tough situations.

ABILITY – This is the ability to repeat attacks quickly.

WPN – The weapon the character is currently holding. When you find better defensive gear, you can change your weapon on the Equip screen.

GEAR – The outfit the character is currently wearing. When you find better defensive gear, you can change your weapon on the Equip screen.

EQUIP – The character has equipped this accessory. Different items have different abilities, so make sure to experiment to find what's best for you.

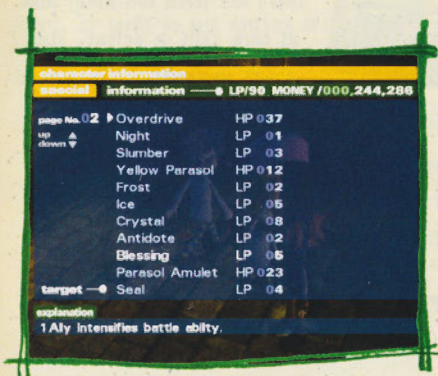
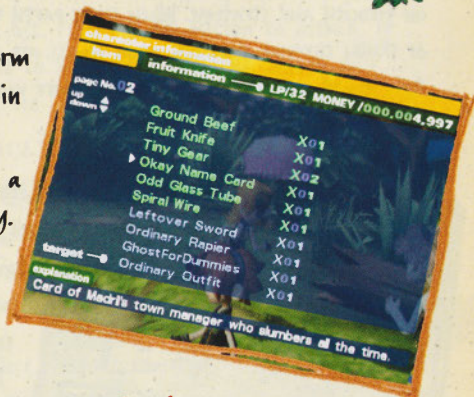
ITEM

Select ITEM and press the \otimes button to view and use the items the party carries.

Items listed in **Green** perform a specific task somewhere in the areas you explore.

Use items listed in **White** on a specific member of the party.

Items listed in **Blue** — cannot be used on the Item Screen.



SPECIAL

This is magic that can be used to create a devastating effect in battle or to heal the injured. To select magic from the Special menu:

Select SPECIAL and press the \otimes button. Highlight a spell and view its description.

EQUIP

Select EQUIP to change the weapon, equipment or guard that a character is currently using.

To equip an item: Select EQUIP and press the \otimes button. Next to the Eq Change field, select WPN, EQUIP or GUARD and press the \otimes button depending on the type of item you want to equip.



Battling the Ghosts and Evil Kings

Draw your sword and ready a swarm of lethal magic. Your destiny rides on ferocity and strategy. When your party travels the fields between towns or skulks through dungeon areas ghosts are stalking. If a ghost touches Ari, it will materialize into one or more monsters and a battle begins.


EVIL KINGS

Evil King Stan wants to destroy all the others who claim to be Evil Kings. You must travel to towns and the countryside in search of these pretenders.

There are seven evil kings and as each falls in defeat, Stan's power increases.



PREPARE TO ATTACK USING THE BATTLE MENU

Use the Battle menu to make decisions about how you will fight the enemy. Press the  button to select an option prior to attacking. As you progress through the campaign, you will acquire better weapons and learn more Special Skills (magic).



Attack

Select ATTACK and press the ⊗ button when you are ready to fight with your primary weapon. Select the type of enemy you want to attack from the targeting list. Press the ⊗ button to attack. If other characters have been set to WAIT, the COMBINE option will appear in the ATTACK menu. See "Defense" for more on COMBINE.

Special

Select SPECIAL and press the ⊗ button, then select the magical attack you want to use. Press the ⊗ button again to initiate the Special. See "Important Special Skills" on page 28.

Item

Enter the ITEM menu, then select weapons, magical items, or spells to use during the attack.

Defense

Select DEFENSE then select one of the Defense options.

Wait – Your team passes on the option to attack.

When you do this, your next character in line to attack can perform a combination attack with the fighter who waited. Combo attacks inflict major damage. Select ATTACK, then COMBINE to perform this attack. A character set to WAIT can be highlighted again at any time by using the R1 or L1 buttons.

Escape – If your fighters are in a weakened state, it might be better to run for it. Using Escape consumes LP.

Defense – Causes your character to defend and sustain less damage from physical attacks. A fighter in a defending stance is also less vulnerable to status attacks (spells).

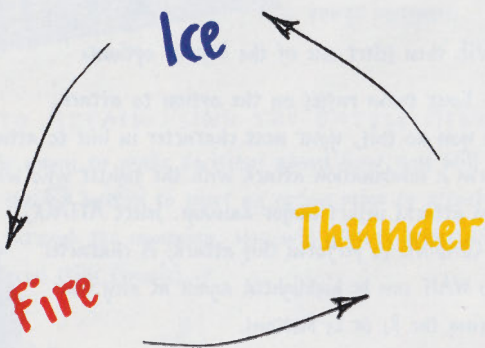




RULE OF THE ELEMENTAL TRIANGLE

The life force of all beings draws from one of three elements. All live under this law of nature. Each element is symbolized by a color.

Fire (Red), **Ice (Blue)** and **Thunder (Yellow)** form the Elemental Triangle.



Check your character's and your enemy's elemental base. Try to use attacks that wreak havoc on an enemy's elemental base. While attacks that don't follow the Rule of the Elemental Triangle inflict damage, those that do, result in maximum damage.



COMBATANT INFORMATION

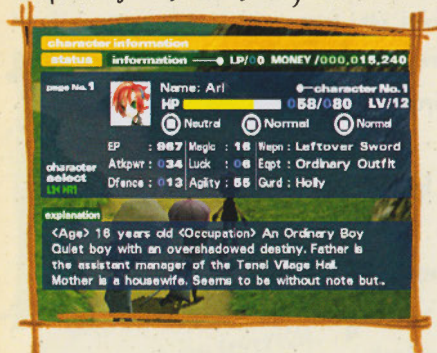
During battle, watch the information on your own party and the enemy forces to judge the progress of the fight. When under attack, check the loss of HP for your party. Keep everyone battle ready by giving weakened fighters HP restoring items.

Status Boxes

There are three colored boxes next to the name of each character in the information display. Use these to quickly see the status of your fighters during combat.

Status Effect Attacks (The Left Box)

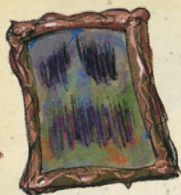
One of the perils of combat is a Status Effect attack. Status effects are temporary afflictions resulting from an enemy's special magic. With the exception of "Disabled", they end when the battle is over.



In certain cases, if a character is hit multiple times with the same status effect, the severity can change and intensify. If a fighter is afflicted with a variable intensity status effect, the level number will appear in the box.

A character cannot be under the influence of more than one status effect at a time. Each new status effect attack replaces the previous one.





A character can be stricken with both a Status Effect and a curse at the same time.

A balloon with a special symbol for the Status Effect appears over the head of the afflicted fighter.

Normal State and Disabled display no symbol.

Find an Item or Special that will cure these states.

Grey - This is a Normal state.

Black - Disabled

Unlike other states, a character will not recover from the Disabled status effect at the end of a battle. The HP of the character will remain at zero until the character is revived. If Ari becomes disabled the game is over.

Purple - Poisoned

Light Blue - Lock

1-3 Hits: LP consuming Specials cannot be used.

2-3 Hits: HP consuming Specials cannot be used.

3 Hits: Items cannot be used.

In some cases a character will spontaneously recover from Lock during a match.

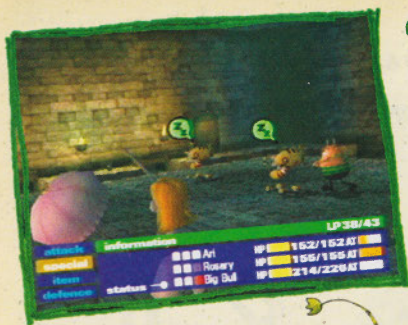


Yellow - Paralysis

1 Hit: Little change in performance.

2 Hits: The affected character is unable to take actions.

3 Hits: The character is unable to take actions and cannot recover from this state until the battle is over.



GREEN - Sleep

The affected character is put to sleep and must be awakened before he or she can do anything. Sometimes a character will wake up after a time.



CURSES (CENTER BOX)

Curses can leave a character confused, powerless and unconscious. His own magic can even be turned against him.

The cursed character suffers the effects even after battle. A curse can be broken by the use of the right item or special magic. If no curse breaking items or specials are used, the character must wait until the party rests at an Inn or is healed at a save point in the field.

If a character is cursed multiple times with the same curse, the severity can change and intensify but no symbol shows the increase in severity.

A character cannot be under the influence of more than one curse at a time. Each new Status Effect attack replaces the old one.

A fighter can be stricken with both a Status Effect and a curse at the same time.



SOME IMPORTANT AND DANGEROUS CURSES



TURTLE — The speed of the Action Bar slows down.



SAINT — The character is damaged whenever he or she attacks an enemy.



LP DRAIN — Whenever a character uses an LP Special, the amount of LP the character would normally use increases. The curse intensity increases every time the character performs an action.



DEATH — When cursed with death, the Fate Timer appears at the beginning of battle. Each action the victim takes counts down on the timer. When it reaches zero, the character cannot perform any action. The effects of the curse intensifies with each ghost encounter.

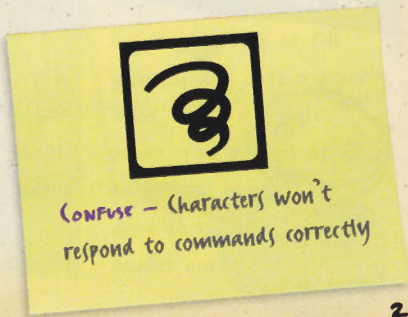
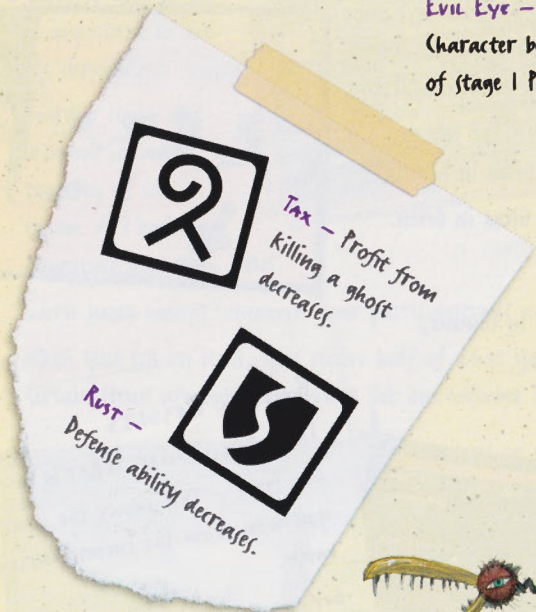




SANDMAN - Character begins battle in a state of stage 1 Sleep.



Evil Eye - Character begins battle in a state of stage 1 Paralysis.



CONFUSE - Characters won't respond to commands correctly

ELEMENTAL BASE (RIGHT BOX)

Shows the Elemental Base of each fighter. Use this information to enhance each fighter's attack. See "Rule of the Elemental Triangle" on page 20.

CHANGE OF STATUS SCREEN

The Change of Status display appears in the Battle menu after any change to either your force or enemy forces. These indicators appear over the head of the affected character or Ghost.

Loss of HP is listed in Red.

Gain in HP is listed in Green.

GAME OVER

If Ari gets killed in combat, the game is over.



BATTLE RESULTS INFORMATION SCREEN

GET ITEM - This shows the items you won from the enemy during battle.

GET MONEY - This shows how much money you won during the battle.

GET EXPERIENCE - This shows any changes in status that your character achieved during battle.

SYSTEM MESSAGE - Tells you when one of your party changes LV (Level), and whether or not they gained a new Special attack.

Character	HP	AP	DP	EP	LV
Ari	0	34	13	967	12
Rosalyn	99	45	17	820	12
Kaling	82	28	18	515	13



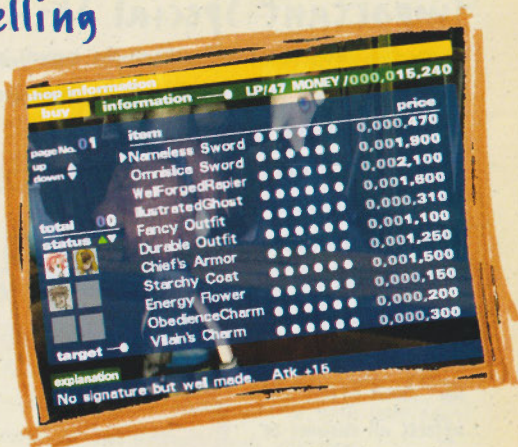
Buying or Selling




Shop owners may sell food, weapons, armor and powerful healing items. Be sure to visit the shops to buy or sell wares important to the team's survival.

Pay for Items and Weapons in Sukel, the coin of the realm. Ari begins the adventure with 1000 Sukel.

Earn more money whenever your party destroys a monster.

When you sell an item, you receive half of what you paid for it. Certain Items are only appropriate for one member of the team.



To buy or sell an item, Walk up to a shop owner and press the  button to start a conversation. Follow the message prompts using the  button. Press  button again to close the deal.

Before you buy or sell weapons and certain other items, check out their power. You do not want to sell off one weapon only to replace it with a weaker one.

Important Special Skills

Learn the magic that will defeat the enemy and heal the injured. Each fighter can learn magical skills called Specials. Some specials must be directed at one ally or a single enemy while others affect all allies or enemies on the battlefield. Learn Specials by increasing your LV (level). If a Skill has an "Area Effect", it affects all enemies or allies in a certain area.



Ari

- MEND** - Restores 30 HP for one ally
- Decoy** - Attracts all enemy attacks to Ari
- OVERDRIVE** - Intensifies battle ability for one team member

Rosalyn

- Frost** - An ice attack affects all enemies
- Shield** - Increases defense for one team member
- Antidote** - Cures all abnormal status for one team member

Kisling

- STORM** - Medium electric attack affects one enemy
- Speedy** - Increases speed of action bar for one team member
- SPELL SUCTION** - Steals LP from all enemies

Items

There are countless restorative and curative items waiting to be discovered. Some make life easier and others can save a life.

RESTORATION AND ENHANCEMENT

- NUT - Recovers 50 HP
- BIG NUT - Recovers 100 HP
- MIRACLE NUT - Recovers HP completely
- BOUNTIFUL NUT - Recovers 50 HP for all. Enjoy with your friends
- WILD STRAWBERRY - Recovers 25 LP Wakes you up with sour power
- WHIM BERRY - Recovers LP but decreases luck sometimes
- ENERGY FLOWER - Recovers from KO
- ENERGY BOUQUET - Recovers everyone from KO
- DEFENSE CANDY - Barely sweetened grape flavor. Defense +1
- AGILITY CANDY - Mint that makes you cool. Agility +1
- LUCKY CANDY - Sweet creamy milk flavor. Luck +1
- HEART CANDY - Smooth strawberry flavor. Magic +1
- POWER CANDY - Refined lemon flavor. Attack +1

CURES

- CLARITY CHARM - Cures Confusion
- BUNNY CHARM - Cures Turtle
- VILLAIN'S CHARM - Cures Saint
- RUST OFF CHARM - Cures Rust
- SOMMELIER CHARM - Cures LP Drain
- ANGEL CHARM - Cures Death Curse
- ALARM CHARM - Cures Evil Eye
- BIG BOSS'S CHARM - Cures Paralysis
- WRITEOFF CHARM - Cures Tax
- MEGA CHARM - Cures all curses... very rare
- PURGING STONE - Cures Poison
- AWAKENING STONE - Cures Sleep
- LIBERATION STONE - Releases Seal
- CHEERFUL STONE - Cures Lock




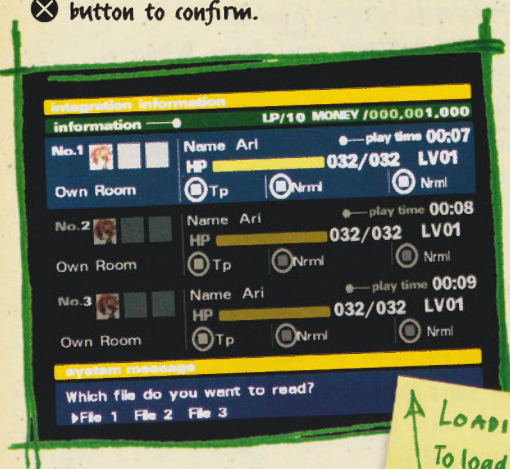
Saving and Loading Game Data

SAVING



You can save a game when your party is in your Own Room, Inns or Diaries.

To save game data:

When Ari appears in your house, go up the staircase, go to the right, enter the door and enter the door on the left. You have entered your Own Room. The prompt Rest, Change party, and Save will appear. Select one and press the  button to confirm.



LOADING

To load a game in progress. On the Title screen, highlight **RESTORE GAME** and press the  button. At the Load screen, select the game and press the  button.



The Chapters

There are seven chapters and each takes place in a different area of the Kingdom. After you depart Tenel, you will confront at least one Evil King in each chapter. If you wish to return to an area later, find a charged Stone Circle to transport you back.

And the adventure begins...



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